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Andrzej Trembilski, Andreas Broßler

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing SAC '02**

Publisher: ACM Press

Full text available: pdf(638.51 KB) Additional Information: full citation, abstract, references, index terms

For the local TV presentation of weather forecast data it is important to have high-quality and fast visualisation of clouds. In this paper we present surface-based transparency computation methods for the high performance visualisation of clouds from data produced by a routine meteorological weather simulation. In contrast to the state-of-the-art volume cloud visualisation we use only hardware-supported polygon-based transparency computation.

Keywords: cloud modelling and visualisation, meteorological visualisation, transparency computation

2 Real-time shadowing techniques

Tomas Akenine-Moeller, Eric Chan, Wolfgang Heidrich, Jan Kautz, Mark Kilgard, Marc Stamminger

August 2004 **ACM SIGGRAPH 2004 Course Notes SIGGRAPH '04**

Publisher: ACM Press

Full text available: pdf(11.17 MB) Additional Information: full citation, abstract

Shadows heighten realism and provide important visual cues about the spatial relationships between objects. But integration of robust shadow shadowing techniques in real-time rendering is not an easy task. In this course on how shadows are incorporated in real-time rendering, attendees learn basic shadowing techniques and more advanced techniques that exploit new features of graphics hardware.The course begins with shadowing techniques using shadow maps. After an introduction to shadow maps and ...

3 Extending graphics hardware for occlusion queries in OpenGL

Dirk Bartz, Michael Meißner, Tobias Hüttner

August 1998 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware HWWS '98**

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